

AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A computer method for providing tools for manipulating an object on a display device using a pointer comprising:

displaying an object on a display device;

determining if the object has been selected;

displaying a first toolset if the object has been selected, the first toolset providing a first set of handles for manipulating the object;

determining if the pointer is stationary over the object;

if the pointer is stationary over the object for a threshold length of time, displaying a second toolset, the second toolset providing a second set of handles for manipulating the object differently from the manipulation of the first set of handles;

when a first handle of the first toolset is selected, performing a manipulation on the object in accord with the first handle; and

when a second handle of the second toolset is selected, performing a manipulation on the object in accord with the second handle.

2. (Previously Presented) The computer method of Claim 1, wherein the step of displaying a second toolset comprises if the pointer is stationary over the object for a threshold length of time, displaying the second toolset while maintaining accessibility of the first toolset.

3. (Original) The computer method of Claim 2, wherein maintaining accessibility of the first toolset comprises repositioning the first toolset to provide space on the display device for the second toolset.

4. (Previously Presented) The computer method of Claim 1, wherein the threshold length of time is a first threshold length of time and wherein the method further comprises the step of

if the pointer is stationary over the object for a second threshold length of time, displaying a third toolset, the third toolset providing a third set of handles for manipulating the object differently from the manipulation of the first set of handles and from the manipulation of the second set of handles.

5. (Previously Presented) The computer method of Claim 4, further comprising the step of if the third toolset is displayed, maintaining accessibility of the first toolset and the second toolset.

6. (Previously Presented) The computer method of Claim 1, wherein the first set of handles are operative to resize the object.

7. (Canceled)

8. (Original) The computer method of Claim 1, further comprising the steps of: displaying a rotation tool operative to rotate the object about an axis of rotation; and if the pointer is over the rotation tool, displaying an axis-of-rotation tool, operative to adjust the axis of rotation.

9-14. (Cancelled)

15. (Previously Presented) A computer-readable medium having computer-executable instructions for performing steps comprising:

displaying a graphic on a display;
displaying a pointer on the display;
identifying a position of the graphic on the display;

identifying a position of the pointer on the display;
displaying a first toolset, the first toolset providing a first set of handles operative to perform a first type of operation on the graphic;
if the pointer is positioned over the graphic for a threshold length of time, displaying a second toolset, the second toolset providing a second set of handles operative to perform a second type of operation on the graphic;
when a user interacts the pointer with a first handle of the first toolset, performing the first type of operation on the graphic; and
when the user interacts the pointer with a second handle of the second toolset, performing the second type of operation on the graphic.

16. (Previously Presented) The computer-readable medium of Claim 15, wherein the step of displaying a first toolset further comprises:

determining if the graphic changes from an unselected state to a selected state and if the graphic is in the selected state, displaying a first toolset.

17-18. (Canceled)

19. (Previously Presented) The computer-readable medium of Claim 15, wherein the first type of operation comprises manipulating the graphic and wherein the second type of operation comprises adjusting a manipulation parameter of the graphic.

20. (Previously Presented) The computer-readable medium of Claim 19, wherein the first type of operation comprises rotating the graphic about an axis of rotation and wherein the second type of operation comprises adjusting the axis of rotation.

21. (Currently Amended) A system for providing tools for manipulating an object using a pointer comprising:

a component that displays the object and a first toolset, the first toolset providing a first set of handles for manipulating the object;

a component that, when the pointer is stationary over the object for a threshold length of time, displays a second toolset, the second toolset providing a second set of handles for manipulating the object differently from the manipulation of the first set of handles, wherein the accessibility of the first toolset is maintained while the second toolset is displayed, wherein maintaining accessibility of the first toolset comprises repositioning the first toolset to provide space for the second toolset;

a component that, when a user interacts the pointer with a first handle of the first toolset, performs a manipulation on the object in accord with the first handle; and

a component that, when the user interacts the pointer with a second handle of the second toolset, performs a manipulation on the object in accord with the second handle.

22. (Canceled)

23. (Previously Presented) The system of claim 21, wherein the threshold length of time is a first threshold length of time and wherein the system further comprises a component that, when the pointer is stationary over the object for a second threshold length of time, displays a third toolset, the third toolset providing a third set of handles for manipulating the object differently from the manipulation of the first set of handles and from the manipulation of the second set of handles, wherein the accessibility of the first toolset and the second toolset is maintained while the third toolset is displayed.

24. (Previously Presented) The system of claim 21, further comprising a component that displays a rotation tool operative to rotate the object about an axis of rotation and that, when the pointer is over the rotation tool, displays an axis-of-rotation tool, operative to adjust the axis of rotation.